

Amendments to the Specification:

Please amend [0034] to correct spelling of ~~software~~ software in the last line:

[0034] All of the video game systems 42 used by each group of friends execute the same game software during a game session, in this example. The same group of friends may use other game titles during different sessions. Other groups of friends may be using different game software titles simultaneously in separate sessions.

Please amend [0042] to correct spelling of ~~spacial~~ spatial near last line:

[0042] Image data representing motion pictures of variable 3D views of the simulated 3D game world(s) may be generated as rendered polygons in both video game system 42 and in each portable game system 44 and 47 so that characters and other objects in the image data can be viewed from variable and rapidly changing points of view and angles selected by players. One player in a multi-player session may select a point of view that is different from the point of view selected by another player viewing the same character or object for display on two different LCD 22 screens on two different portable game systems 44 and 47 connected to two different video game systems 42. If by chance, both players select substantially the same point of view for viewing the same character, both LCD 22 screens will show substantially the same image at substantially the same time, even though no image or picture data was transmitted between the two systems. The images will be the same because the spatial coordinates and orientation of the characters are the same as a result of the synchronizing status data (Fig. 13) shared among all systems in a session.

Please amend [0045] to correct reference numerals in 4th and 5th lines:

By pressing a button switch ~~15~~ 14 or direction switch ~~14~~ 15 or joystick 20 ...

[0045] Manually operated handheld controller 185 generates control data in response to manipulation of control member 20 and other control members to controls video game system 42. Additional control data may be generated in portable game system 44 by manipulation of directional switch 15. By pressing a button switch 14 or direction switch 15 or joystick 20 (see Fig 18) on portable game system 44, a player can command system 42 to temporarily transfer control data from controller 185 through link 186 to portable system 44 to control images on LCD 22.

Please amend [0046] to correct spelling: ~~discribed~~ described ... in last line:

[0046] Alternatively, player 10 could retain control of his player character using controller 185 and use control members on portable system 44 to select points of view and locations for display on LCD 22. Since this would be difficult for players with only two hands, this alternative is most suitable for multi-player games that accept control data from two players controlling the same video game system 42 as described below with reference to Fig. 7.

Please amend [0091] to correct Figure number: Fig. 24 25 ...

[0091] Fig. 25 illustrates data flow between two video game systems 42, messaging server 120, and portable game system 44. When the operators of the two systems 42 logon to messaging server 120, they are registered as clients on the messaging server. System 42 on the left loads a multiple-player game from disk 43 into RAM 90. Meanwhile System 42 on the right loads the same multiple-player game from disk 43 into RAM 90 on the right. Processors 86 in both systems 42 execute the game programs which generate data representing a simulated 3D game world in RAM 90 in both systems.